SQUARE ENIX.

The Art of FINAL FANTASY VII™ REBIRTH

FINAL FANTASY VII REBIRTH

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CHARACTERS

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SUMMONS

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FOREWORD

The remake trilogy continues with FINAL FANTASY VII REBIRTH, the second game in the series. The end of FFVII REMAKE, where the party escapes from Midgar, struck an emotional chord with many players, and now REBIRTH picks up where that game left off—beyond the City of Mako's walls. Cloud, Barret, Tifa, and Aerith—along with a few other familiar faces—step out into a wide-open world of fantasy, and with the help of this artbook, so too do we.

Midgar was dark and gloomy, to say the least. Hissing steam, cold steel, and unforgiving concrete dominated the nighttime views topside, while the undercity below was a mishmash of ramshackle slums and abandoned buildings. The world of REBIRTH, however, consists of numerous expansive regions, where the cities and their populations are just as varied as the flora and fauna surrounding them. Even the topology can differ vastly from region to region, and it is this diversity—complemented by a vivid color palette—that shines through in every piece of artwork here.

In the original FFVII, the different locations were forcibly stitched together, and those seams certainly showed. For REBIRTH, however, the team was able to take its many sprawling landscapes and weave them into a single, seamless map—an achievement to which this book could very well serve as a testament. It not only depicts how this seamless continuity was represented artistically, but also how to expertly convey the charm of an immense and fantastical world. I sincerely hope you enjoy looking through all this artbook has to offer.

-Yoshinori Kitase, Producer

GOLD
SAUCER

CLOUD

BARRET

TIFA

AERITH

RED XIII

YUFFIE

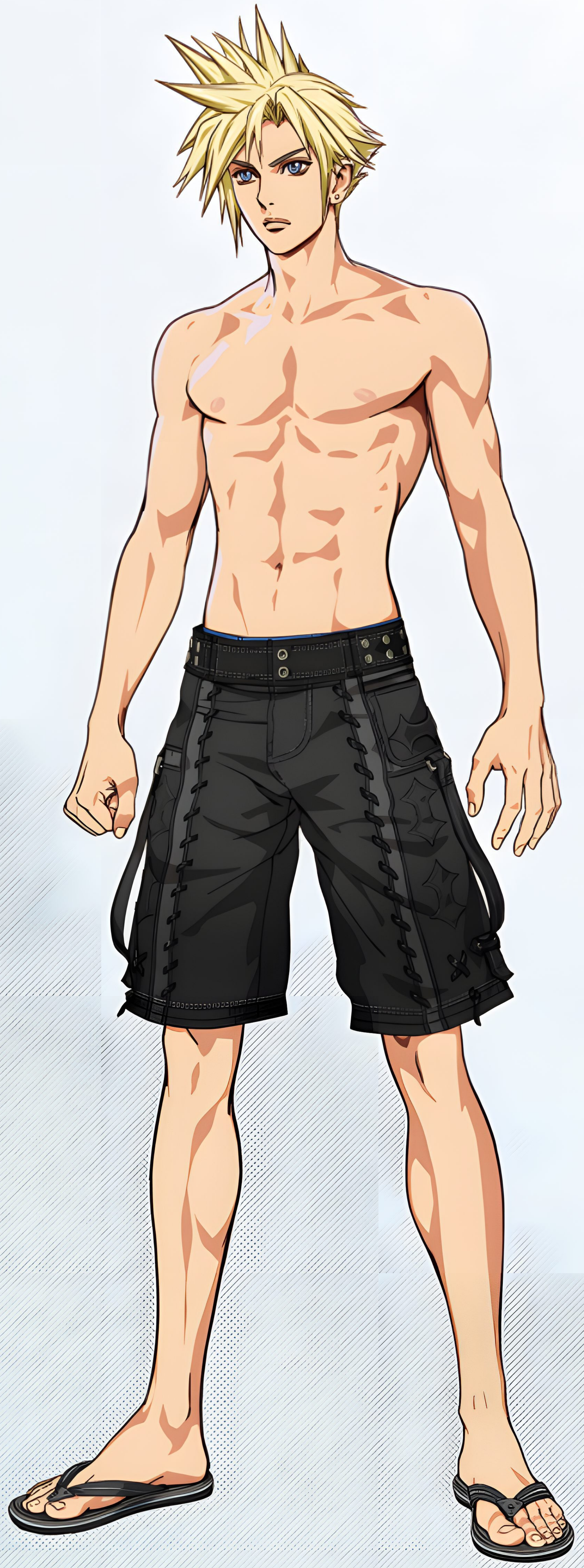
CAIT SITH

VINCENT

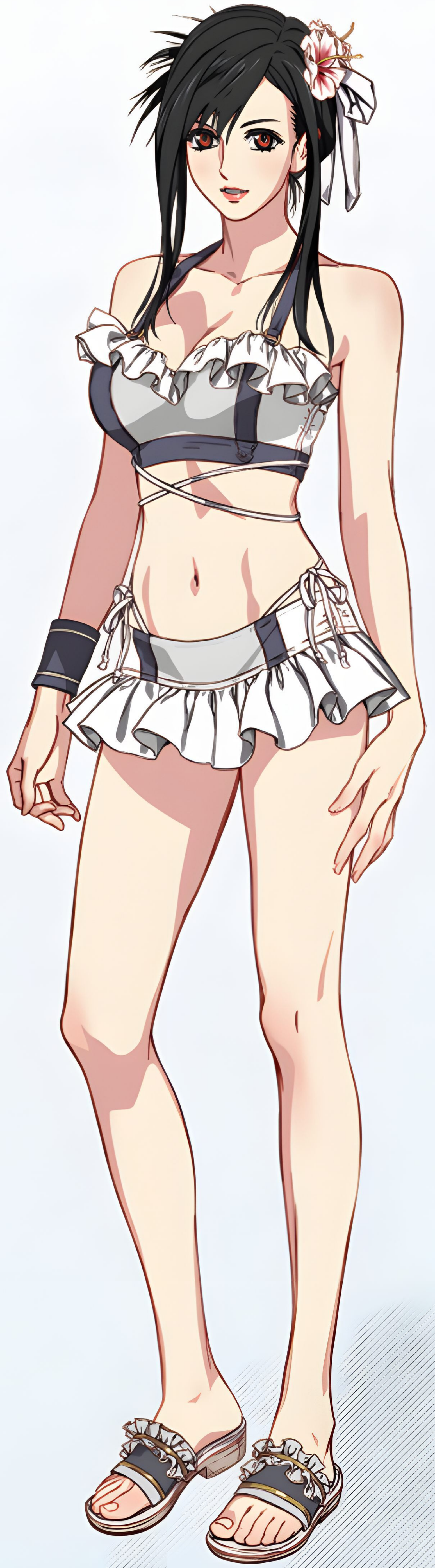
CID

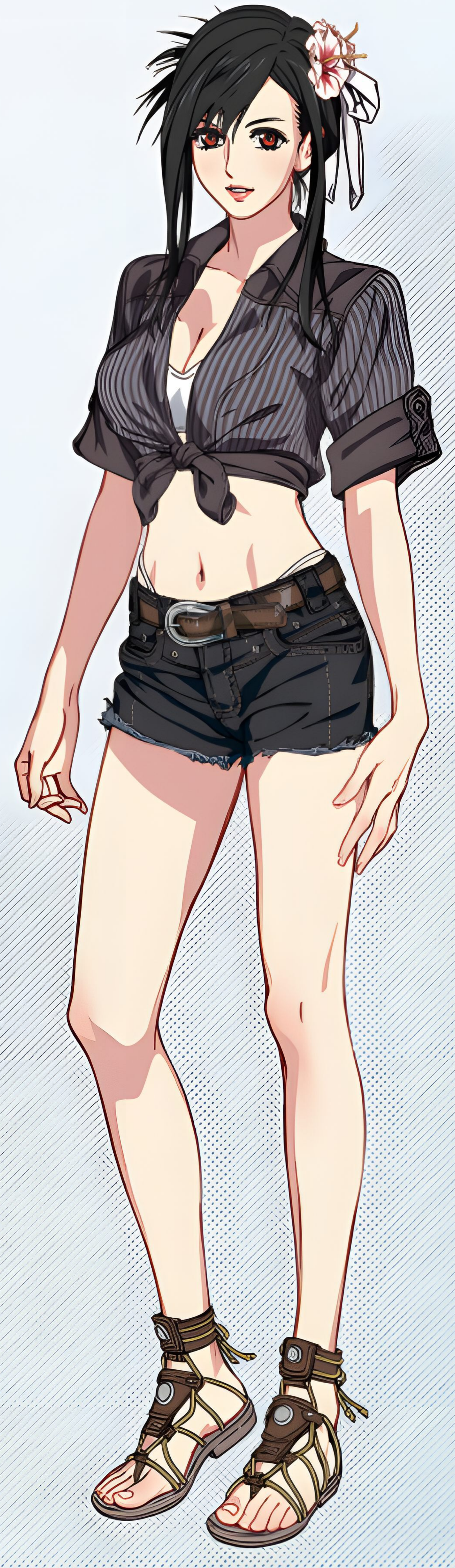
ZACK

SEPHIROTH



CLOUD

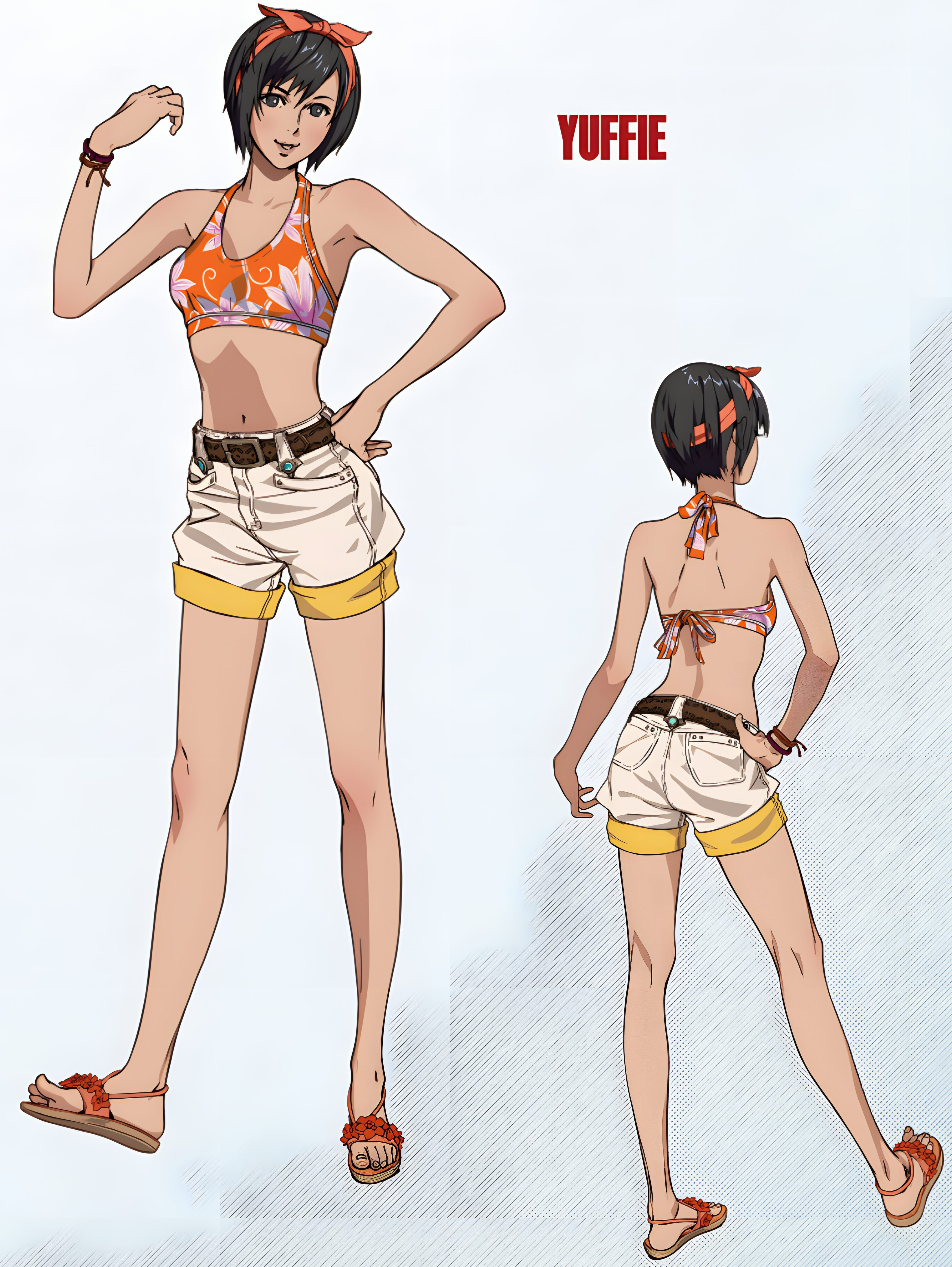




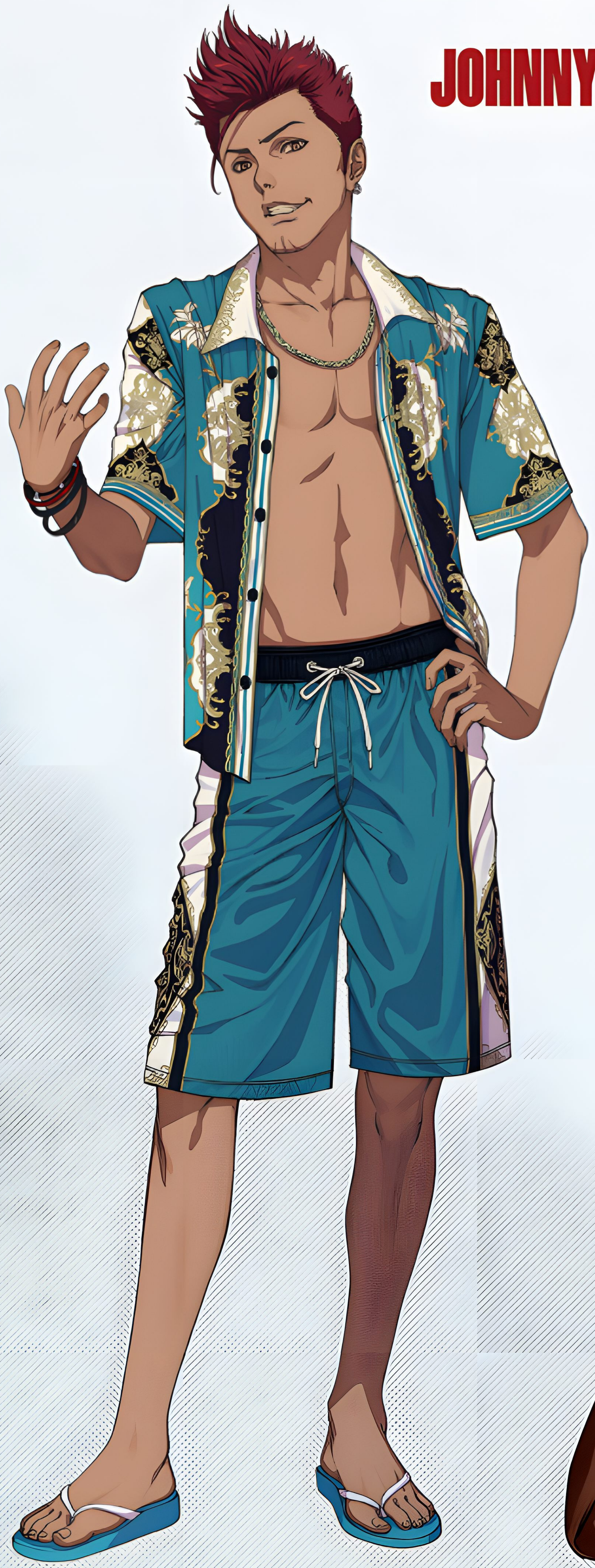
TIFA

AERITH

YUFFIE



JOHNNY

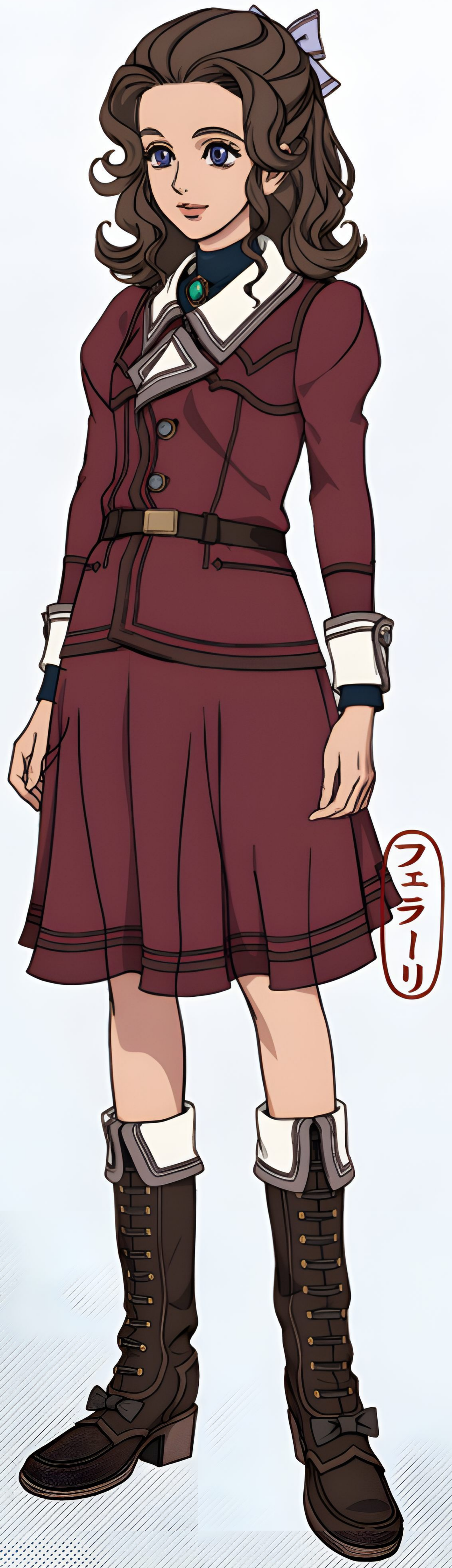


RASHARD ZANGAN

MAYOR ZANDER

BRODEN

BILLY



CHLOE

PRISCILLA

RHONDA

CAPTAIN TITOV

WIZE 3.0

REGINA KONIGIN

MAYOR KAPONO

GUS

GARTH

ESTHER

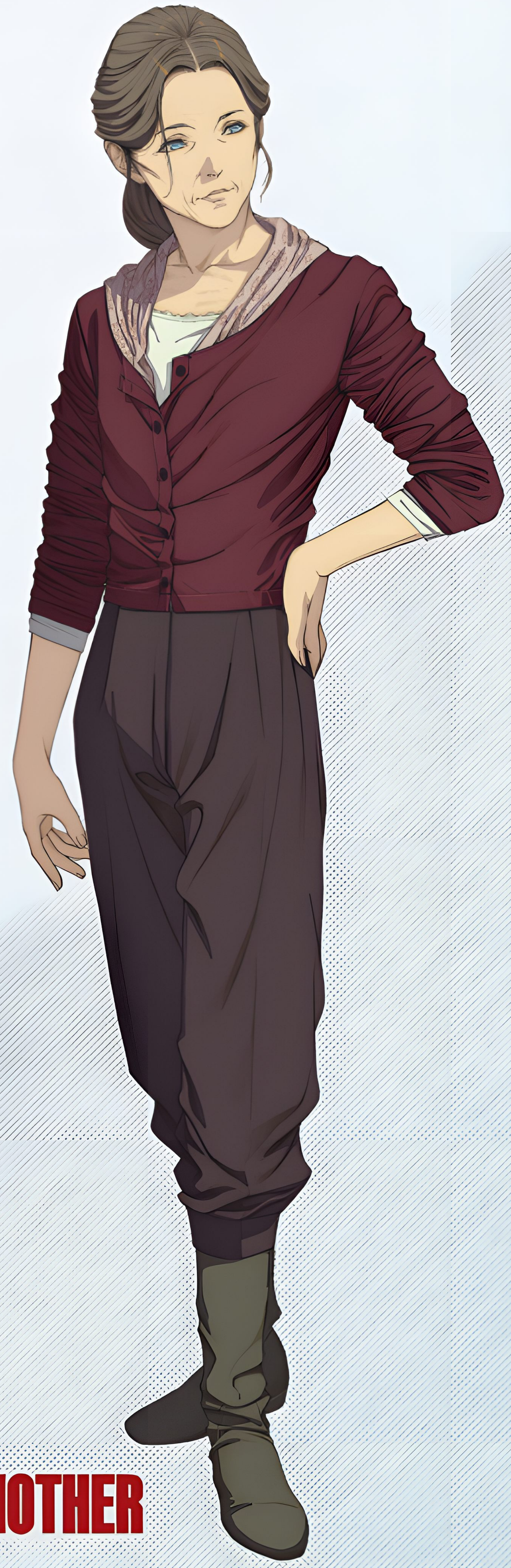
JOE

DOCTOR SHEIRAN

ELEANOR

MYRNA

ZACK'S FATHER



ZACK'S MOTHER

ELENA

CISSNEI

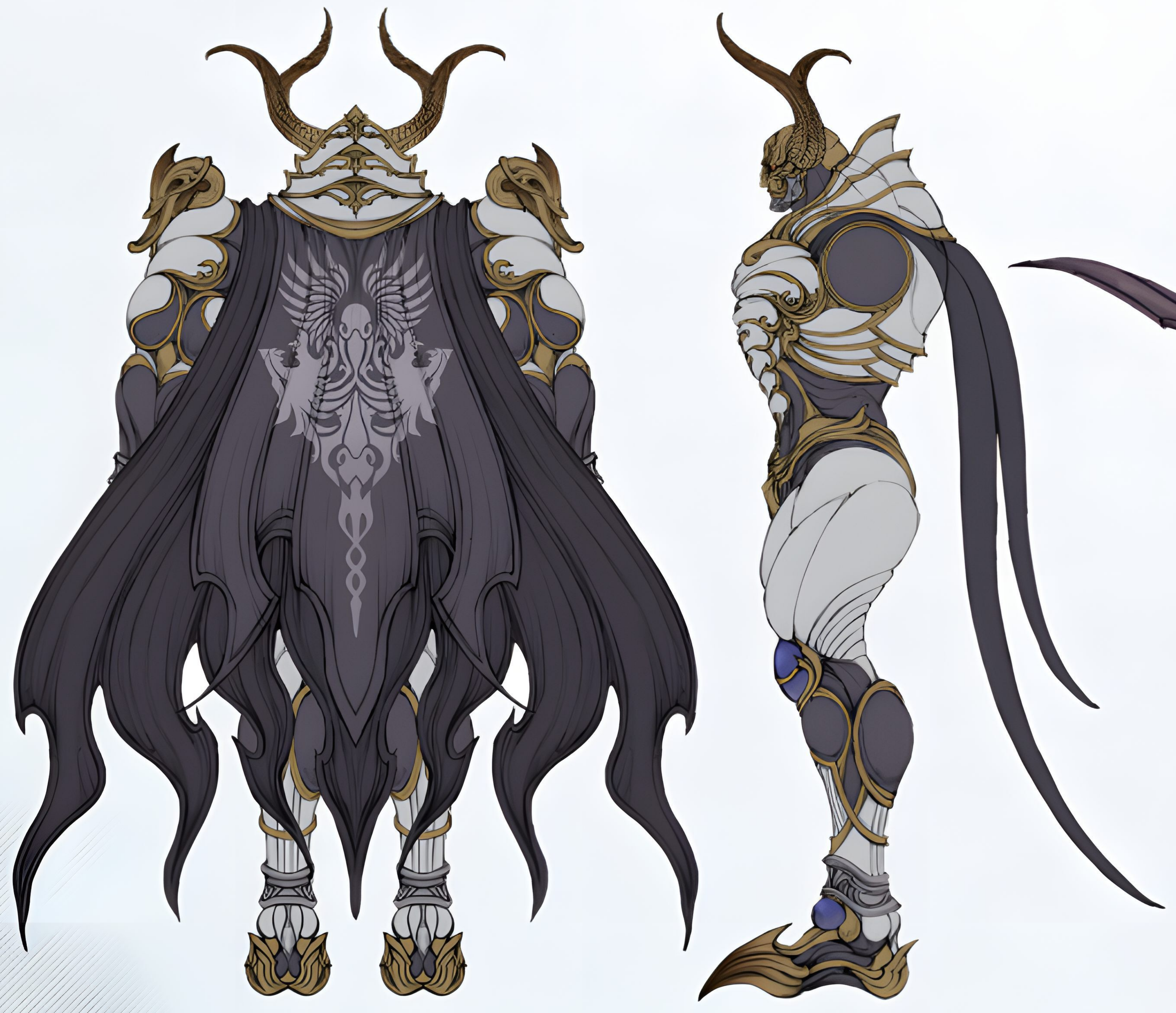
CHADLEY

MAI
(MONSTER ASSESSMENT INSTRUMENT)

DYNE

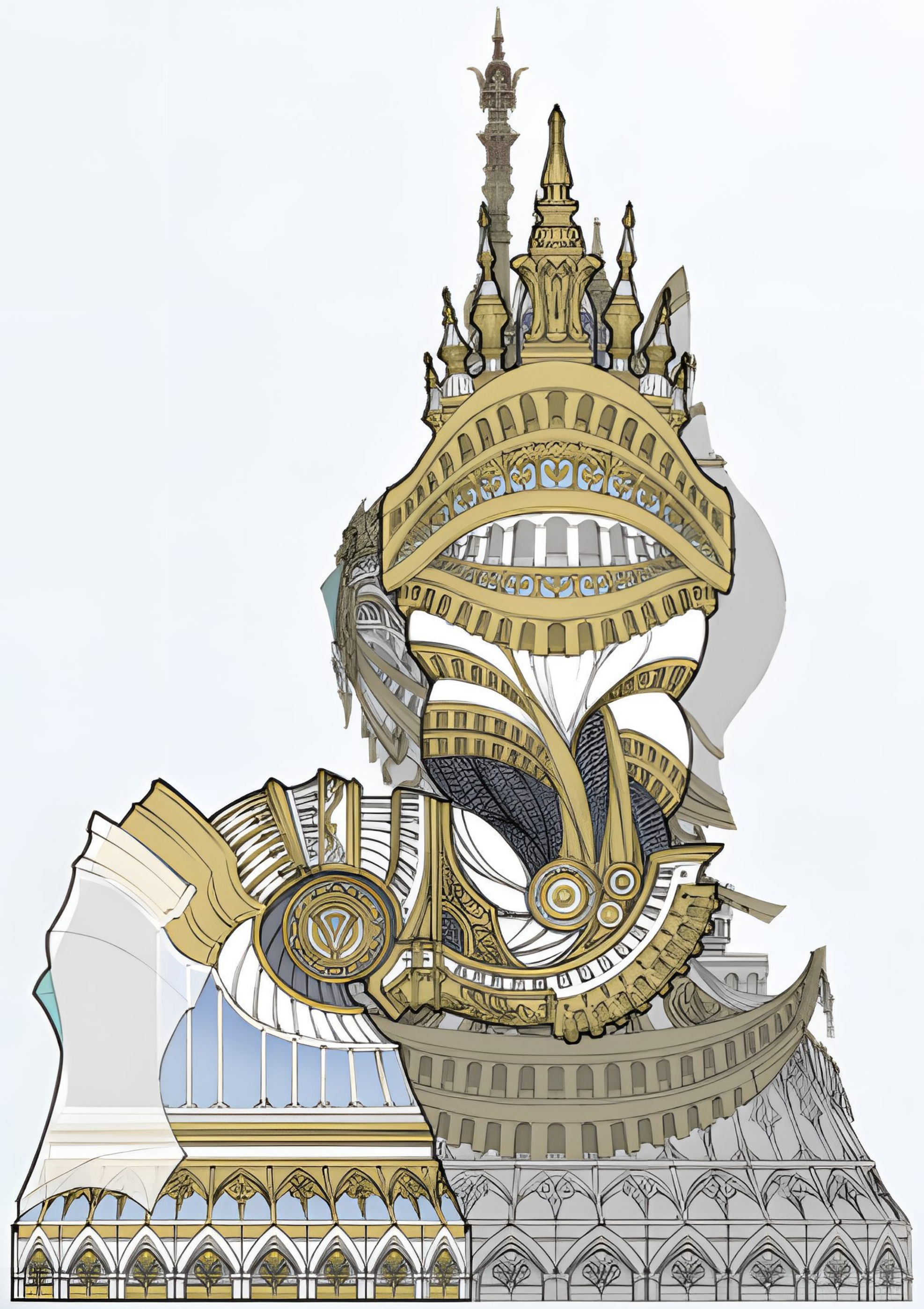
DIO

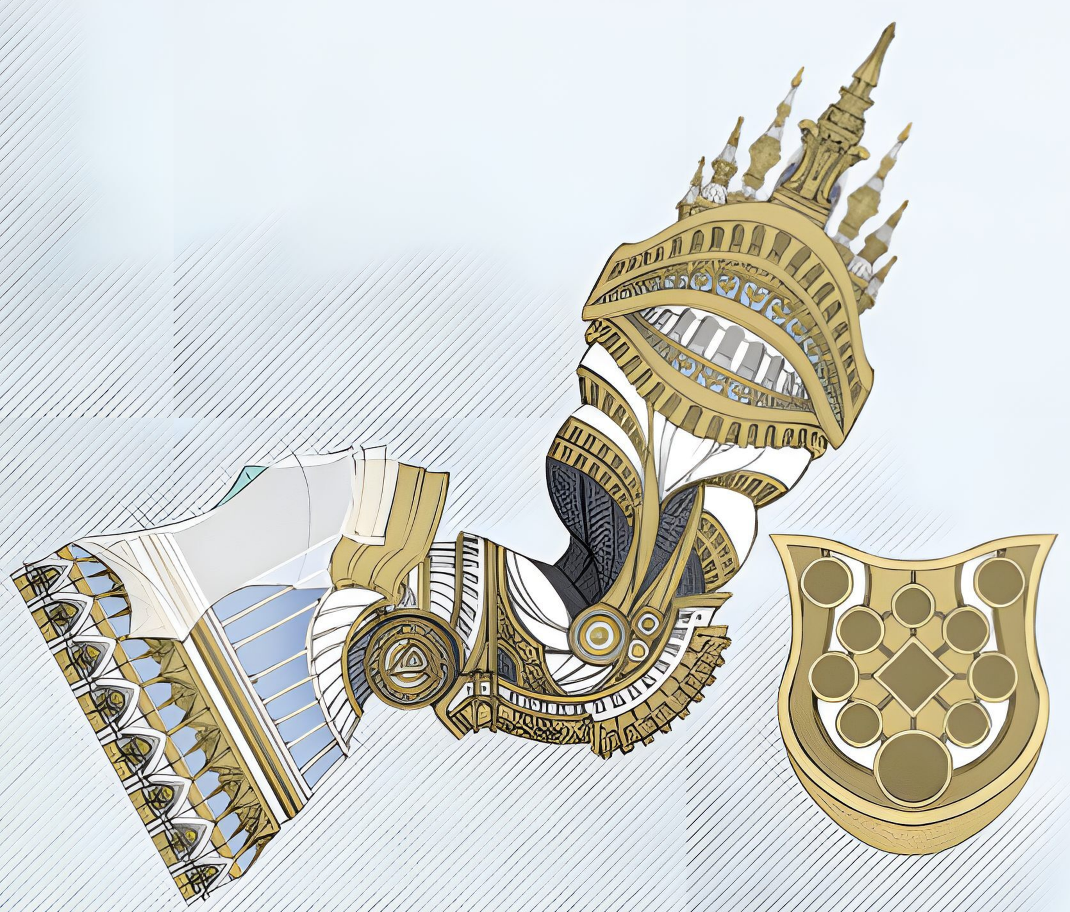
TITAN

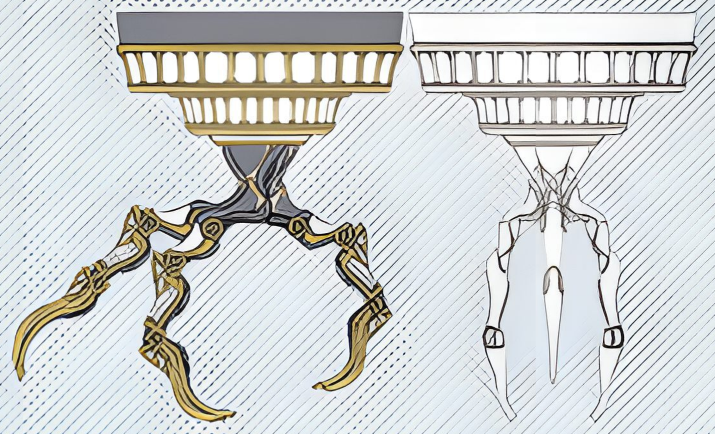


ODIN

KUJATA







ALEXANDER

PHOENIX

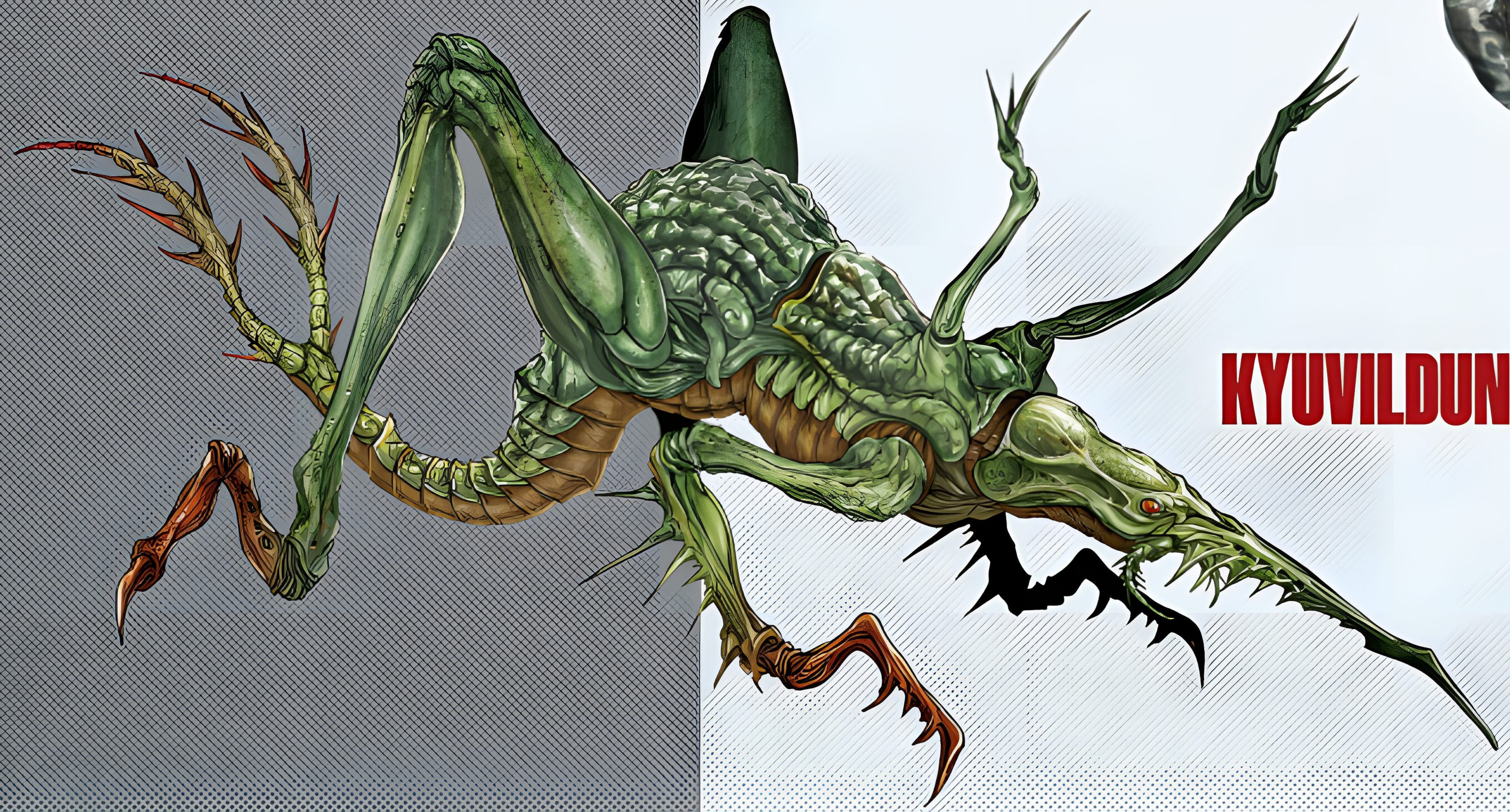
BAHAMUT ARISEN

INSECTOID CHIMERA

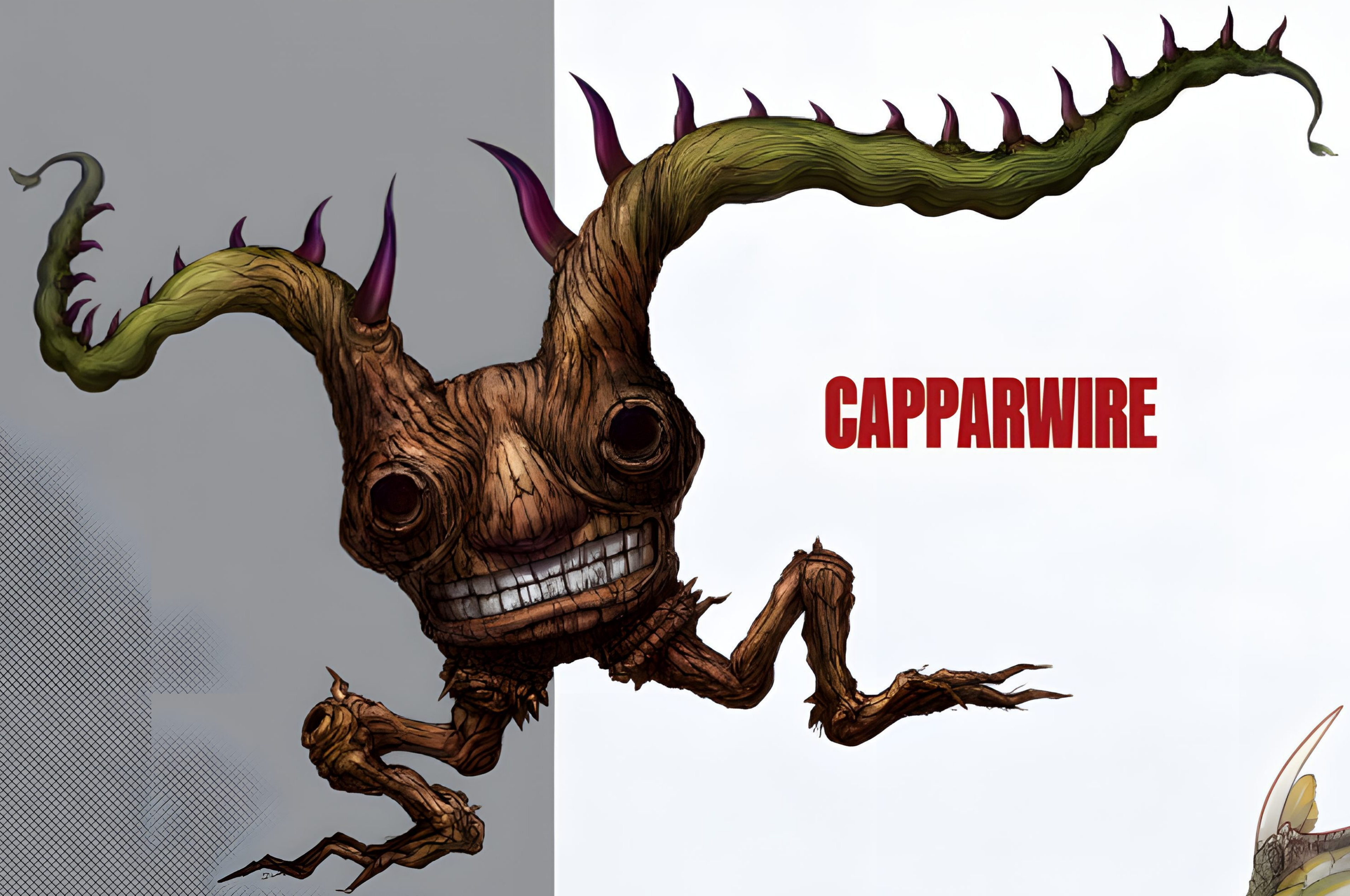
FLEETWING

CRAWLER

SCREAMER



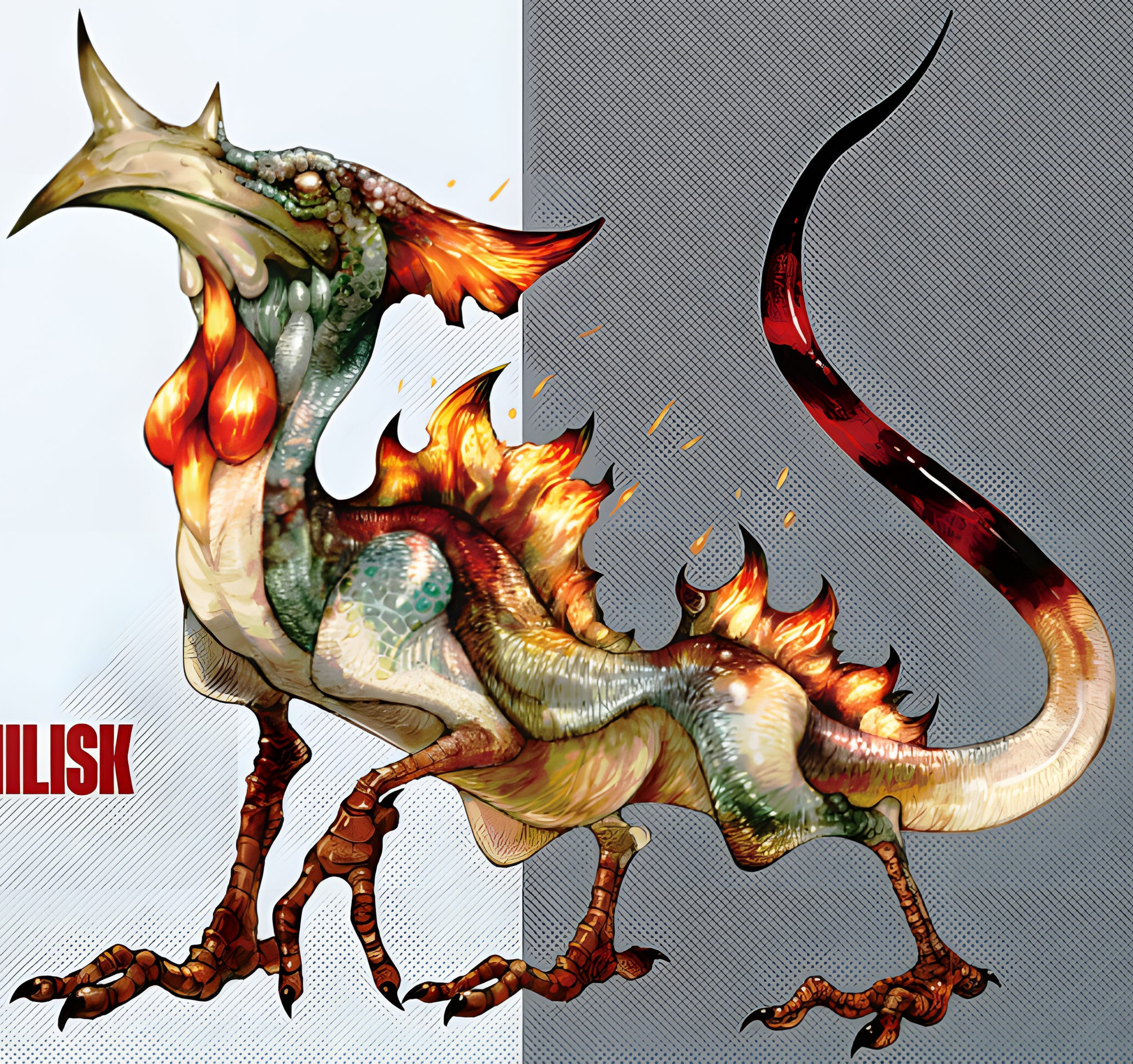
KYUVILDUN



CAPPARWIRE

ZEMZELETT

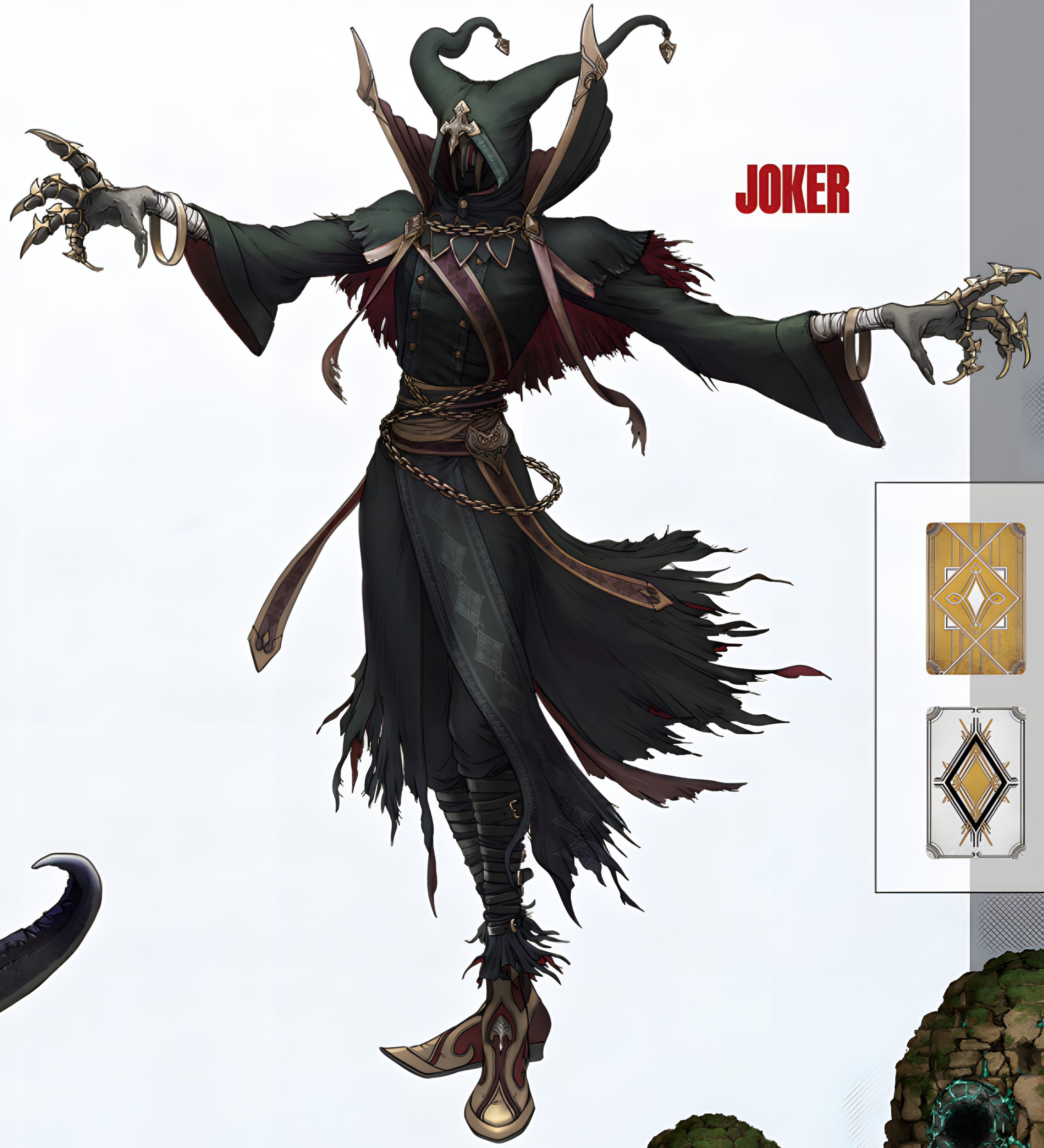
HEATSEEKER



IGNILISK

SANDSPITTER

DEATH CLAW



JOKER

BABY GRANGALAN

GRANGALAN JR.

GRANGALAN

OGRE

SHOALOPOD

CROWN LANCE

SPEARHAWK

BAGNADRANA

TWO FACE

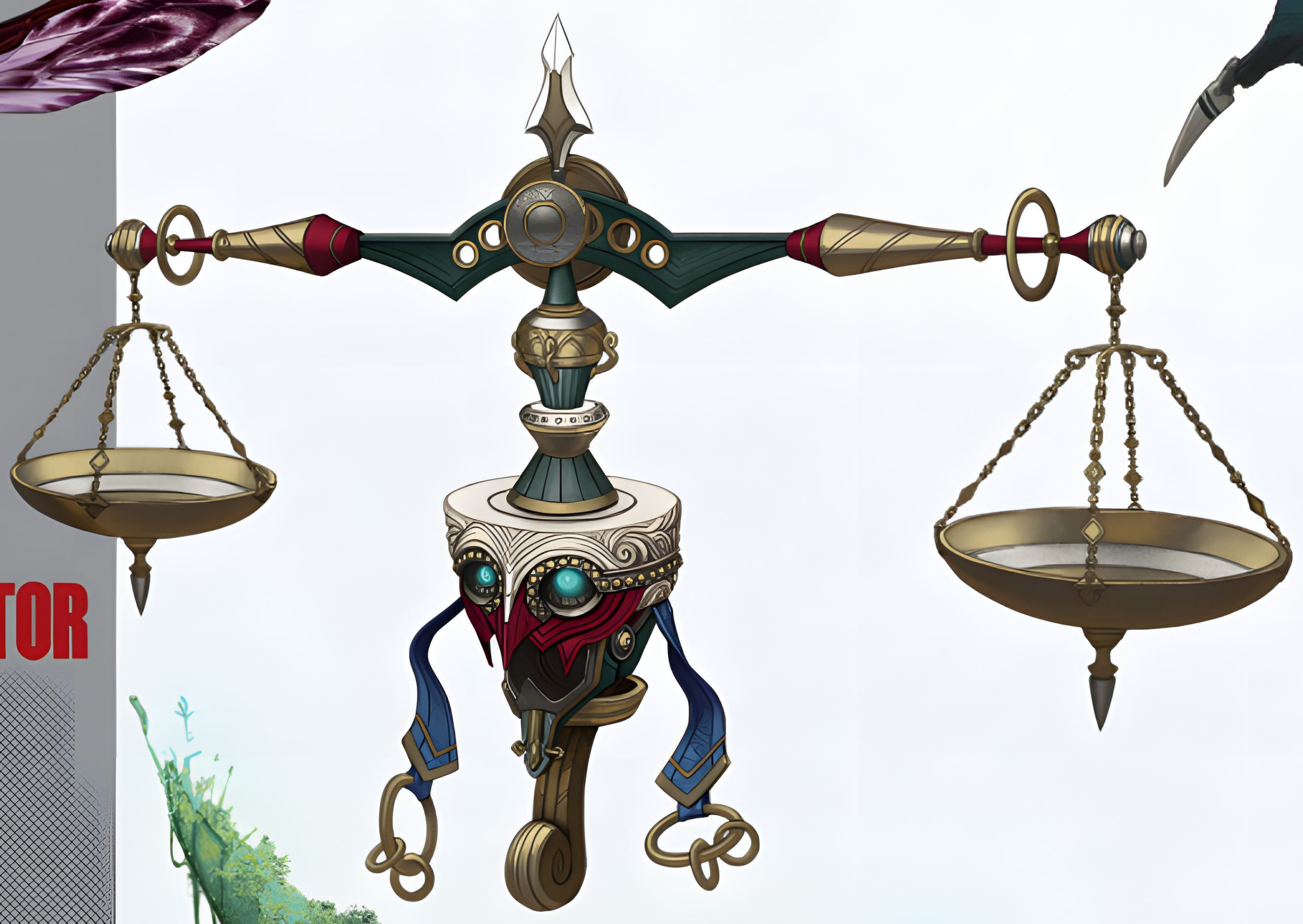
STONE GOLEM

BASILISK

SKEESKEE

BERSERKER BEE

ADJUDICATOR

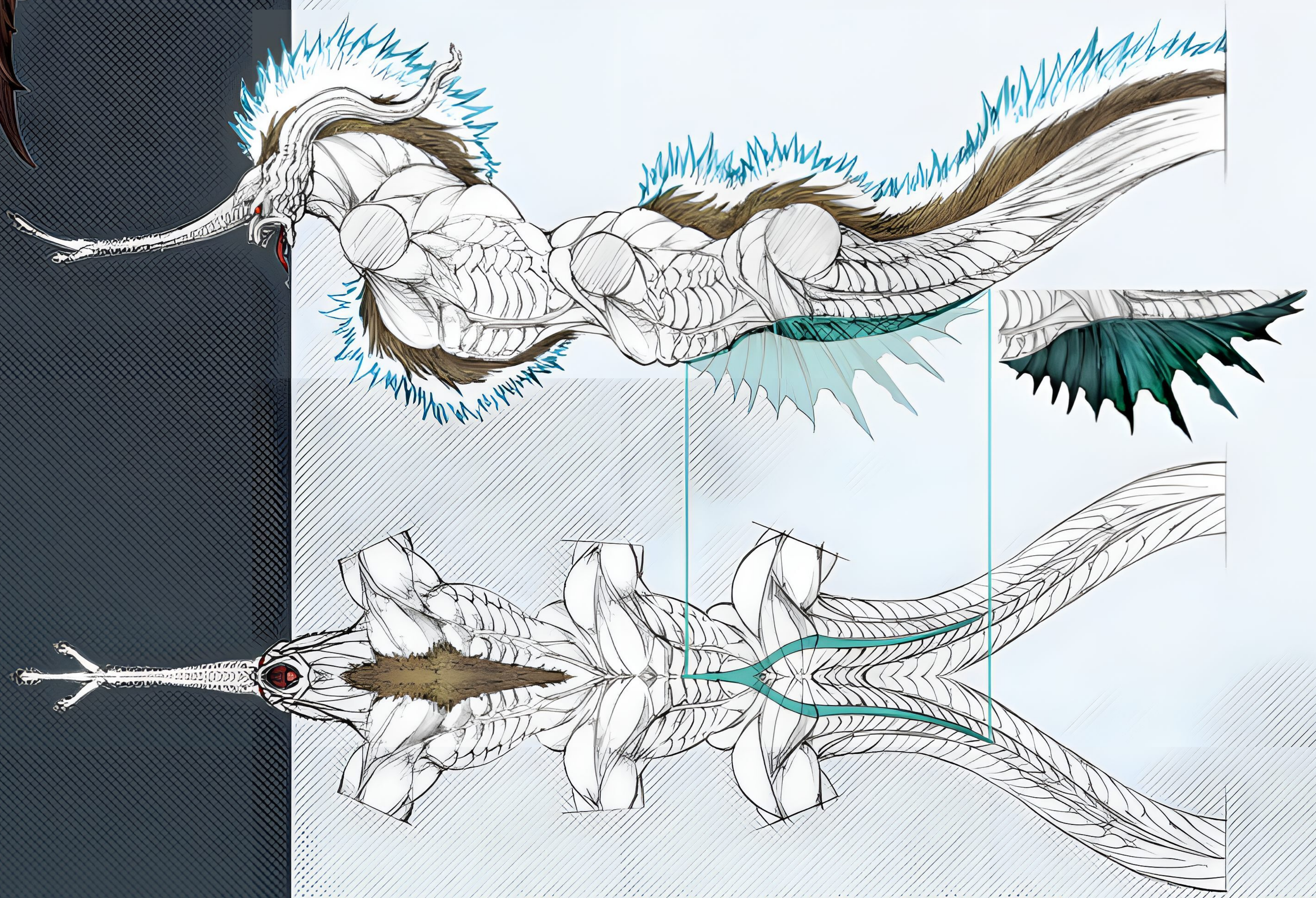


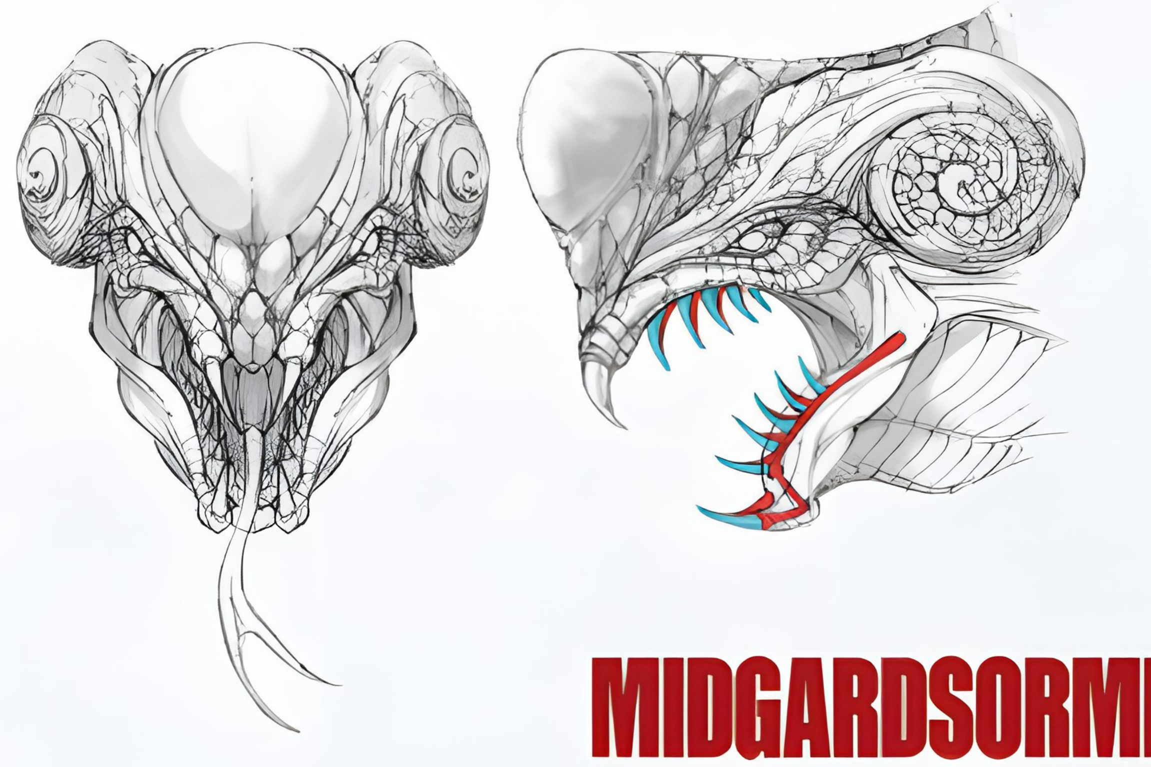
FLOATING DEATH

PANTHERA PROTECTOR

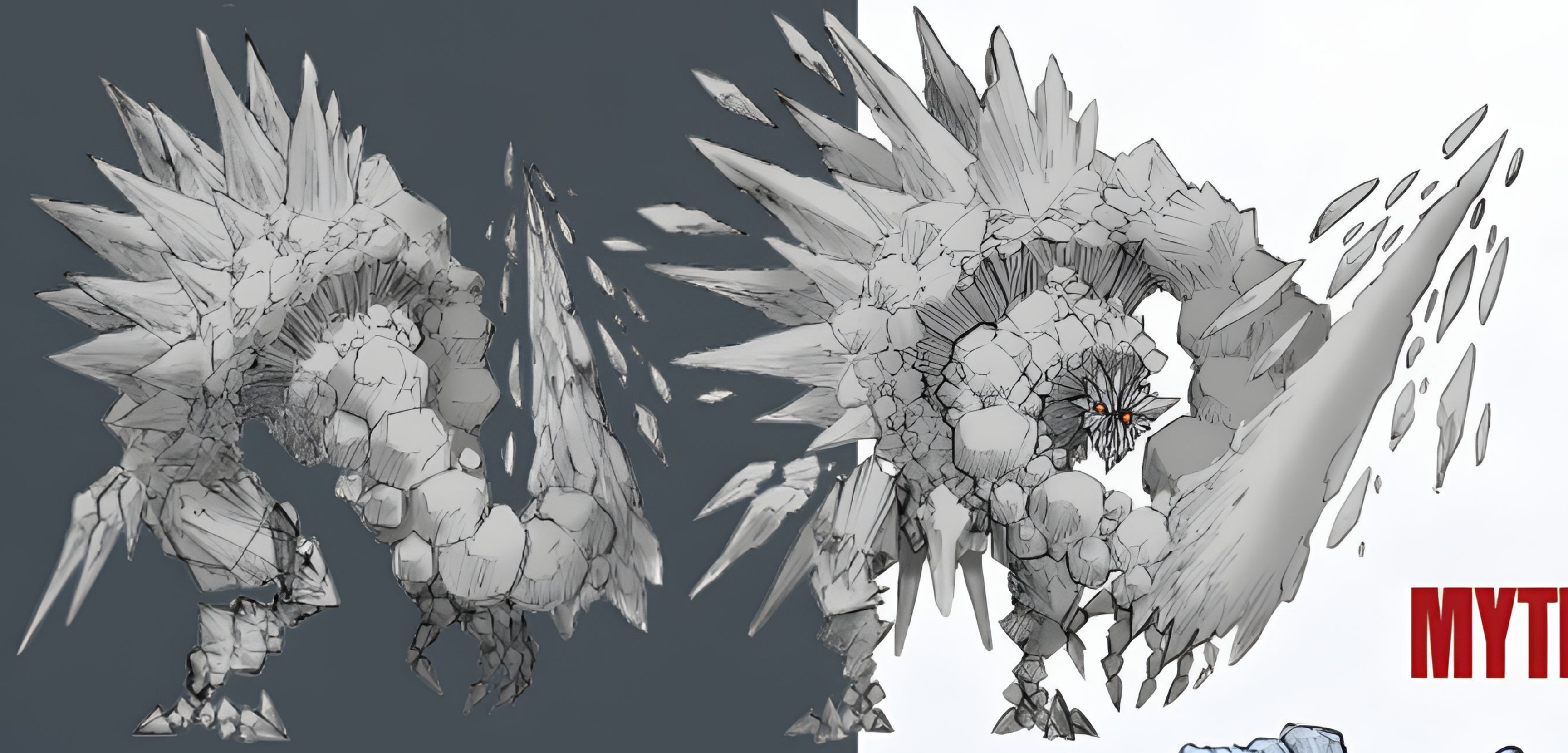
MOSS-GROWN ADAMANTOISE

MATERIA GUARDIAN





MIDGARDSORMR

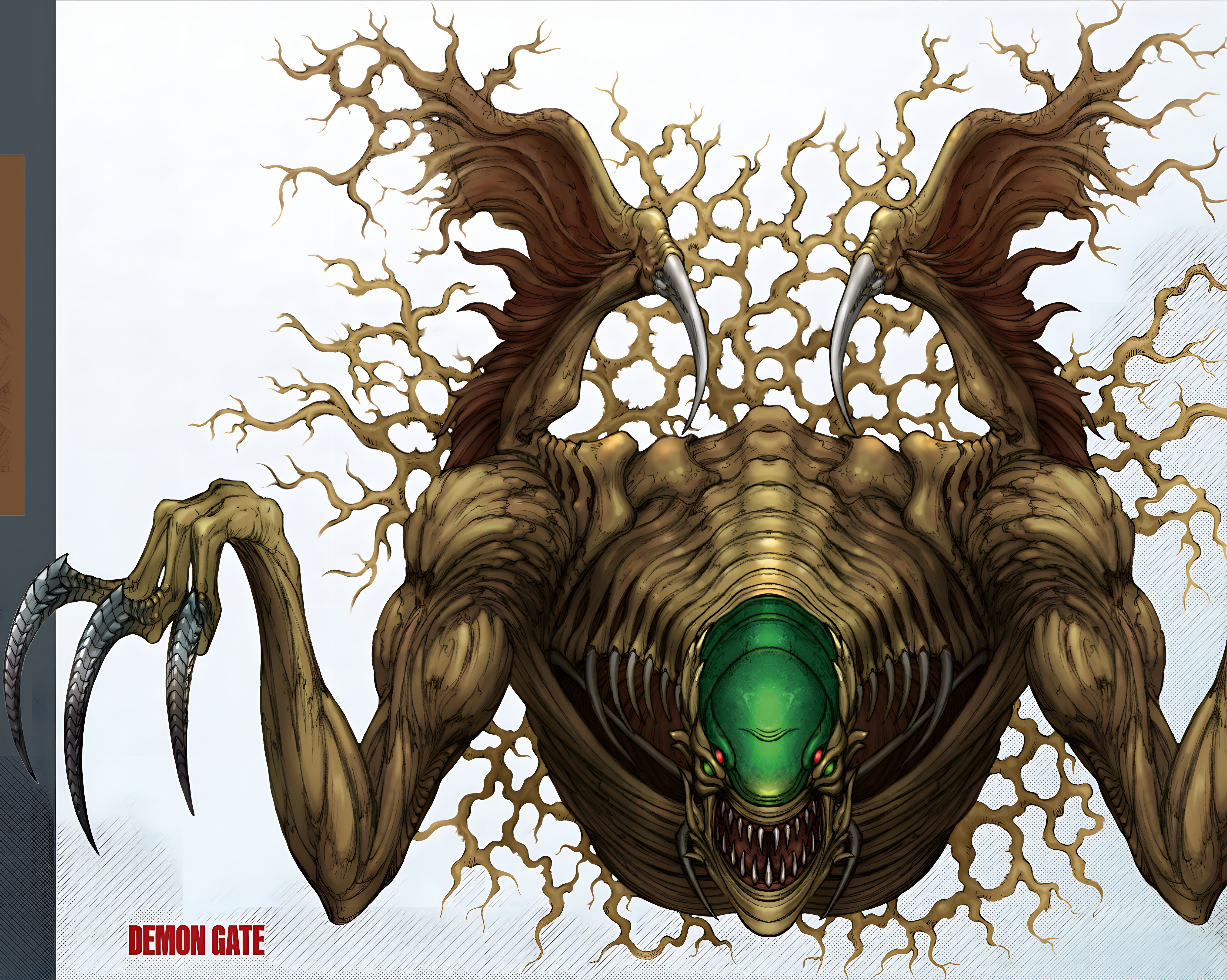


MYTHRIL GOLEM

TERROR OF THE DEEP

JENOVA EMERGENT

GI NATTAK



DEMON GATE

MIDGAR AREA

KALM

SELVACARSA WEAPONS

THE INN
AT KALM

THE
RUSTY ARROW

MAGHNATA
BOOKS

GRASSLANDS

MYTHRIL MINE

GOLD SAUCER

WELCOME TO THE GOLD SAUCER
WELCOME TO THE GOLD SAUCER
WELCOME TO THE GOLD SAUCER

SHOWDOWN
BATTLE SQUARE

LOVELESS

MUSCLEHEAD
COLOSSEUM

NOW RECRUITING
SPACE RANGERS

DUSTBOWL/COREL PRISON

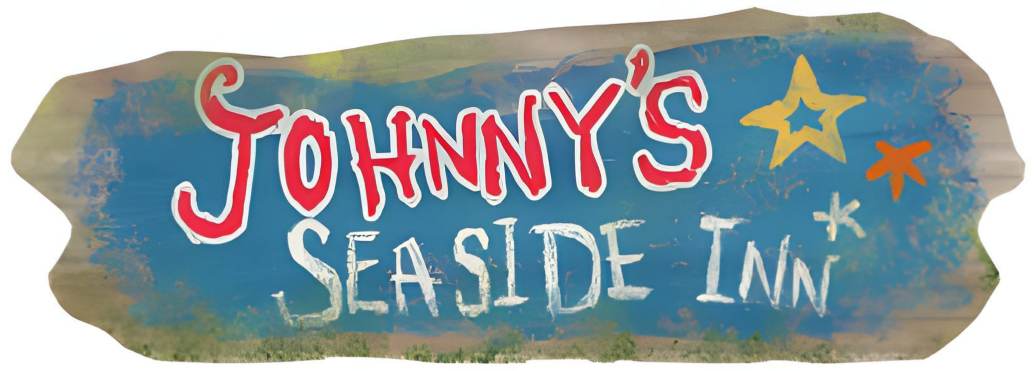
COREL REGION

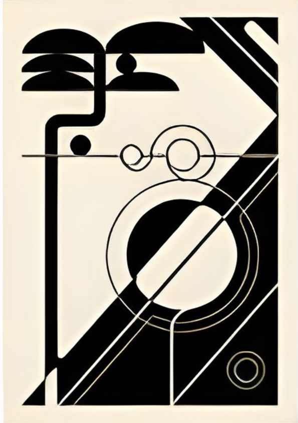
COSMO CANYON REGION

WALL OF HONOR

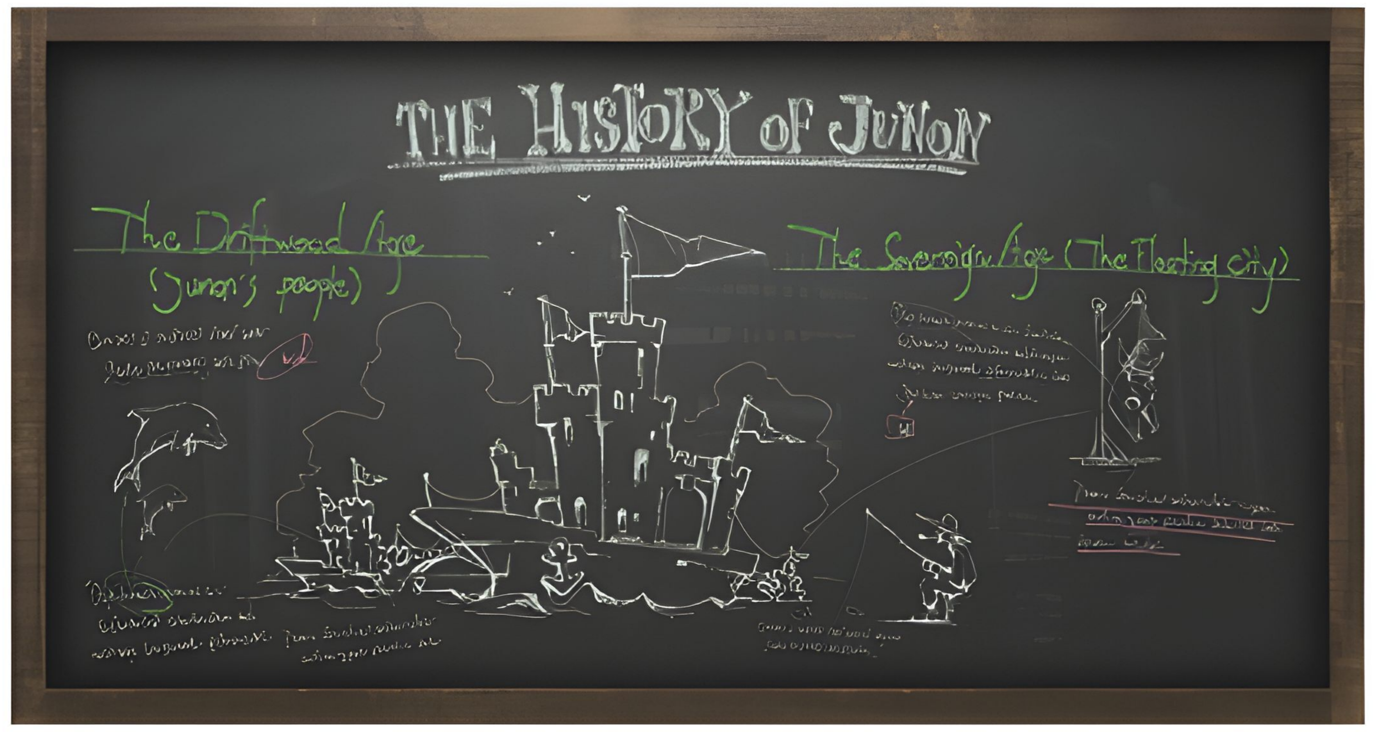
SHINRA-8

COSTA DEL SOL





JUNON REGION



UNDER JUNON

TEMPLE OF THE ANCIENTS

GONGAGA

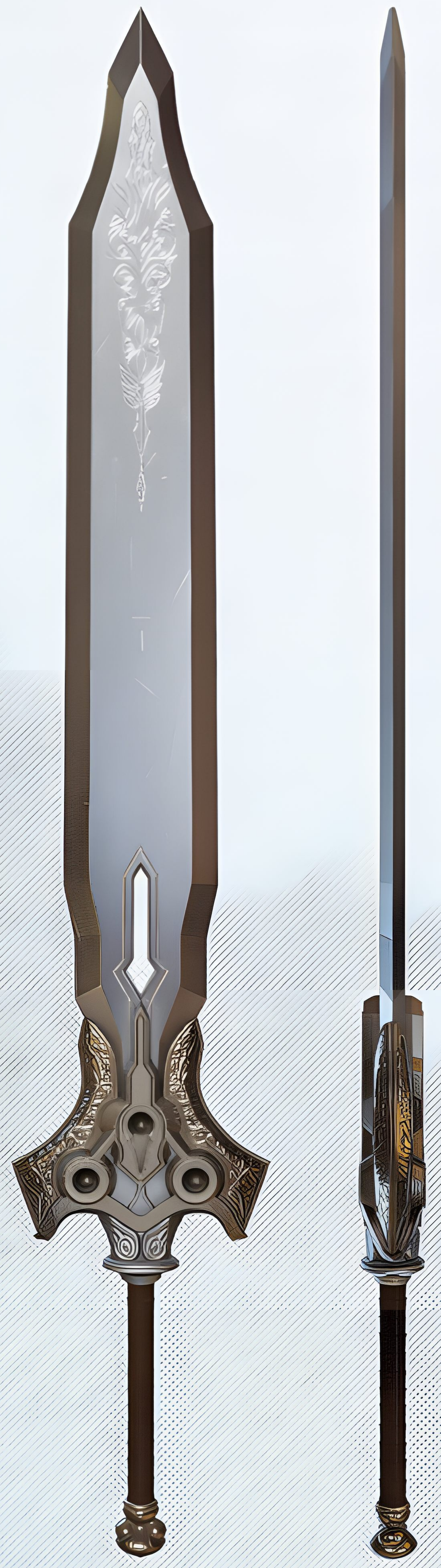
NIBELHEIM

SHINRA MANOR

MT. NIBEL

SLEEPING FOREST

CLOUD'S WEAPONS



BARRET'S WEAPONS

TIFA'S WEAPONS

AERITH'S WEAPONS

RED XIII'S WEAPONS

YUFFIE'S WEAPONS

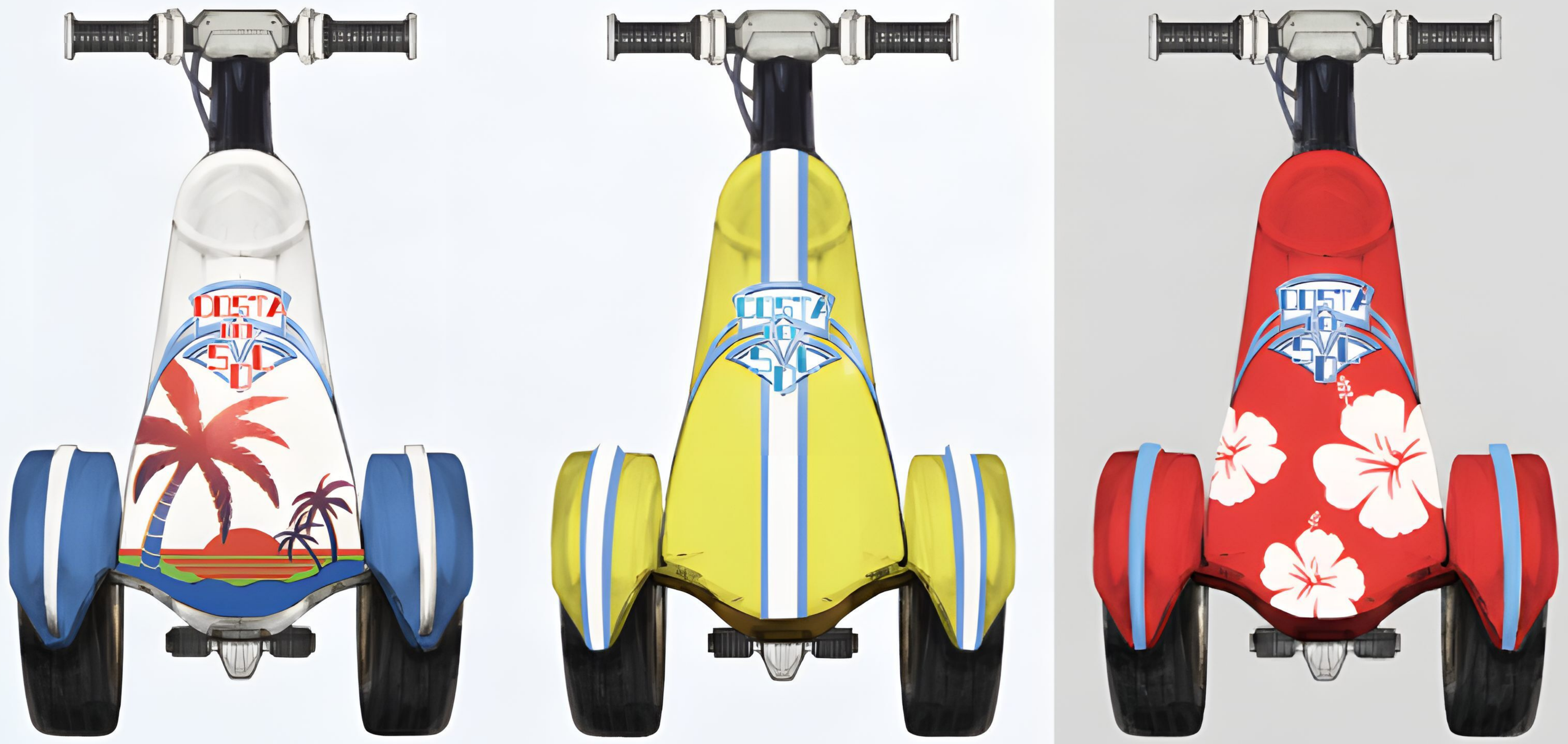
CAIT SITH'S WEAPONS

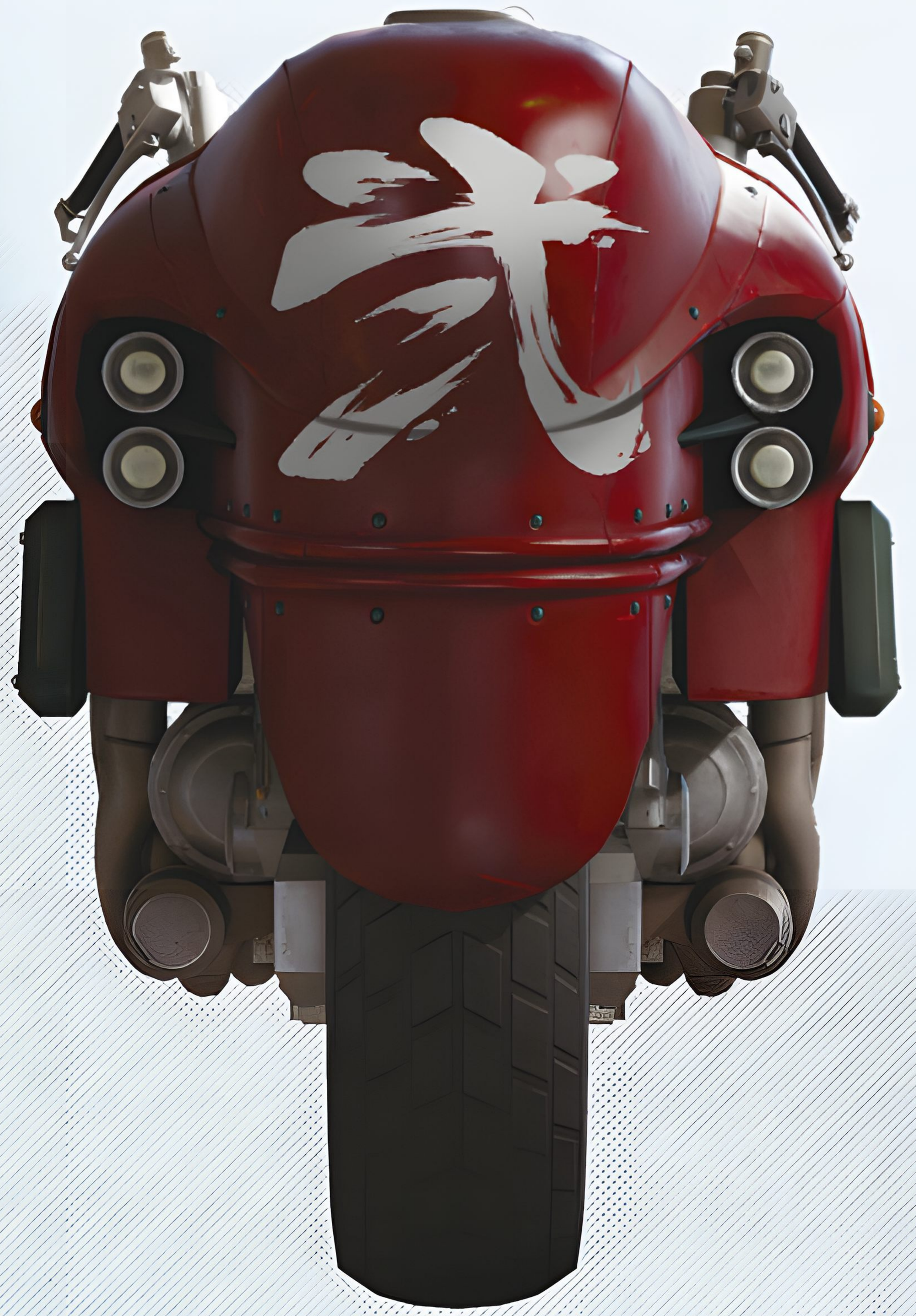
VINCENT'S WEAPON

TINY BRONCO

BUGGY

WHEELIES





ROCHE'S MOTORCYCLE MK. II

SOUPED-UP DIRT BIKES (DUSTBOWL)

BADLANDS OFF-ROADER

CHOCOBO

The Unknown Journey Continues

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